TUTORIAL 1

NAME:	
REGISTRATION NO:	

CLO1

1. Fill in the statement below about the history of C with the correct answer:

C was invented by _____ at Bell Labs in _____ and became popular in 1978. It was first written to design the _____operating system based on an older language called _____ language. Later on, newer languages such as C++, Java and C# were based on C.

BCPL		B		1972		Dennis Ritchie		Ken Thompson		UNIX

LINUX		1973

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2. Match the definition correctly:

Program

Programming language

Programmer

A computer language program used to develop applications, scripts, or other set of instructions for a computer to execute.

A person who writes a program

A set of instructions that tells the computer what to do

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3. State three types of programming language:

a. _____ language

b. _____ language

c. _____ language

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4. Match the definition correctly:

Assembly

- Natural language of a particular computer
- Consists of strings of numbers(1s, 0s)
- Instruct computer to perform elementary operations one at a time
- Machine dependent

Machine

- English like abbreviations
- Use a mnemonics, e.g LOAD, ADD..
- Translators programs called "Assemblers" to convert assembly language programs to machine language.

High level

- They are closer to human languages and further from machine language.
- More "English-like", therefore easier for the programmer to "think" in the programming language.
- The main advantage of high-level languages over low-level languages is that they are easier to read, write, and maintain.
- Ultimately, programs written in a high-level language must be translated into machine language by a compiler or interpreter.

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5. State three types of programming:

a. _____

b. _____

c. _____

6. Match it correctly:

Structured programming	A type of programming in which programmers define not only the data type of a data structure, but also the types of operations (functions) that can be applied to the data structure.
Modular programming	A logical construct that allows for the efficient operation of a program.
Object-oriented programming	A method for designing software by way of breaking up components of a large software program into manageable pieces.

7. Fill in the statement about algorithm below with the correct answer:

Algorithm is the set of well-defined _____ in sequence to _____.

Two forms of algorithms are _____ and _____.

Algorithms are divided into three sections; _____ , _____ and _____
For example, algorithm to fry the egg;

_____ is the input, _____ is the process and

_____ is the output.

pseudocode	output	Raw egg	Cook the egg on the pan with a little oil
flowchart	process	input	Fried egg	solve a problem
instruction			

8. Match the definition correctly:

pseudocode	An artificial and informal language that helps programmers develop algorithms. Pseudocode is a "text-based" detail (algorithmic) design tool.
flowchart	A graphical or symbolic representation of a process.